

A photograph of a library interior. A person is standing in a long aisle, silhouetted against a bright light source at the end of the aisle. They are interacting with a self-service kiosk. The shelves on either side are filled with books, and the floor is highly reflective, creating a clear reflection of the person and the kiosk. The overall mood is quiet and focused.

**ARE YOU
OVERDUE
AT THE
LIBRARY?**

IT'S TIME YOU CHECKED OUT THE VS. SYSTEM™



There's a brand new kind of excitement going on at the library—Nintendo's VS. SYSTEM library.

It's the place to go for best selling games that never stop earning. The kind of games that keep quarters in the cash box. Not just for months, but season after season.

Games that can change the way you think about convertible systems. And your video game investments.

If you haven't already discovered the VS. SYSTEM, it's time you checked it out.

BUILD A LIBRARY OF BEST SELLERS

The VS. SYSTEM offers the easiest and most reliable game conversion program in the industry.

With an ever-expanding library of interchangeable VS. PAK™ releases to choose from, you can build your own collection of profit-making games.

A library of best sellers that lets you periodically update your VS. SYSTEM or rotate games between locations. So you can keep your earning power high and customer interest fresh.



And when a game has reached its maximum play potential, simply put the VS. PAK back on your shelf—bringing it out for another round of action later in the year. Or next season.

FAST CASH FROM A QUICK CHANGE

And just as you'd expect from Nintendo, game conversion is quicker and easier than ever before. So you can start enjoying renewed player interest right away. Each VS. PAK comes with new top headers, game instructions and all the electronic circuitry you'll need

to convert your cabinet from one VS. SYSTEM game to another. Right on location in less than 30 minutes.

So if you're looking for a profitable and long-lasting game investment, do your homework at the library. Check out the VS. SYSTEM library of games today.

Nintendo®



THE VS. SYSTEM[™] LIBRARY OF BEST SELLERS

GAMES THAT NEVER STOP EARNING

Nintendo

HEAD-TO-HEAD INTERACTIVE SERIES



A player can challenge the computer or another opponent in singles play.



Four players can join in a game of doubles or two can take on the computer team.



Mario calls all the shots with points being scored just like in real tennis.



Up to bat, a player controls his position at the plate and the timing of the swing.



In the field, the player controls the speed and direction of the throw. And the defensive play of the ball.



The roar of the crowd adds to the excitement as a home run scores big.



Mario and Luigi compete to knock down the building wall-by-wall.



As play continues, the demolition job gets harder with more obstacles and stronger walls.



A bonus screen lets a player earn extra points if he's the first to find the hidden coin.



Players try to stay aloft while knocking out their opponent's balloons.



Adversaries in the air and hungry fish below test a player's strategy and skill.



By popping the pink balloons, a player can add bonus points to his score.

2-IN-1 CABINET SERIES*

Nintendo



From tee to green, the changing speed and direction of the wind influence the outcome of every shot.



On the runway a directional arrow helps the player make his shot.



Contour lines indicate the angle of the putting green to add to the realism of game play.



After the ball is released, it ricochets off the bumpers to rack up points.



Game action takes place on an upper and lower video screen playfield.



A player can earn extra points at the bonus stage by helping Mario catch the falling madden.



Motorcycles poised at the start, players take on the clock and their choice of tracks.



Players face the challenge of the jumps while avoiding dangerous oil slicks as they tear around the track.



It's an action-packed race for the checkered flag in a contest of speed and driving skill.



Players stop it out in the streets with the loser being thrown into a manhole.



Undeleted, the player moves on to another rough and tumble fight.



The winning player becomes the urban champion and is slowed with coins in.

*Games sold in VS. GOLF/VS. PINBALL and VS. EXCITE BIKES/VS. URBAN CHAMPION combinations.

BUILD YOUR OWN library of best sellers—check out the VS.SYSTEM. Contact your authorized Nintendo distributor or call Nintendo of America today.

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THE VS. SYSTEM

Nintendo

GAMES THAT NEVER STOP EARNING

CHECK OUT THESE SPECIAL FEATURES

- ▶ Expanding library of best selling games
- ▶ Head-to-head interactive and 2-in-1 cabinet game series
- ▶ Low-cost, factory-fresh conversion in less than 30 minutes
- ▶ Advanced game technology
- ▶ Dual screen monitors
- ▶ Multiple player combinations
- ▶ \$1 game play with 4 players
- ▶ Upright, sit-down and stand-up models to suit any location
- ▶ Higher resale value of hardware and software
- ▶ Substantial savings on licensing fees
- ▶ Nintendo's commitment of quality and support

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